

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

Part 1 Chapters 1-13

1. What does Amari wish her job could be? How does the village feel about this?
2. What does Amari realize as she sees Besa sold?
3. Where does the first chapter take place?
4. What is the mood in the village at the end of the first chapter? How does it change at the end of the second chapter?
5. What does the red-headed sailor do with Amari? What do his actions reveal about his personality?
6. Where are the captives taken next?
7. Who was allowed to survive the massacre? What happens to them?
8. Where do they land?
9. How do Besa's feelings about the impending strangers differ from the feelings Amari's mother has?
10. What is the relationship between Amari and Besa?

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

11. Who brings the pale-skinned people to the Ziavi village?

12. Whom does Amari meet at Cape Coast? Why is this character important to Amari?

13. What does Amari's mother say about judging people by the color of their skin?

14. Afi tells Amari there is a reason why she has survived. What is the reason she gives?

15. What advice does Afi give to Amari regarding Besa?

16. Write a journal entry, as Amari, describing what you have been through since leaving Ziavi.

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

17. Summarize the advice Afi has given to Amari. Do you think all the advice was good? Give reasons for your answer.

Part 2 Chapters 14-16

18. What is Polly's view of Negroes?

19. Where are Polly and Amari assigned to work? How does Polly feel about the assignment?

20. How does Amari feel about her new name?

21. Where is Amari going at the end of Chapter 16?

22. To whom is Amari sold and for what purpose?

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

23. To whom is Polly indentured, and for how long?

24. What new characters do we meet in Chapter 16?

25. What additional assignment is Polly given?

26. From whose point of view is part two being told?

27. To where are Polly and Amari taken?

28. Write a journal entry, as Polly, giving your views on your present situation and the people with whom you are now living.

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

29. What is Polly's view on tears? Do you agree or disagree? Give reasons for your answer.

Part 3 Chapters 17-20

30. What is Mrs. Derby like? How does Mr. Derby treat her?

31. What difference does Amari discover about her situation versus Polly's?

32. What advice does Teenie give Amari regarding her feelings about the past?

33. What does Amari ask Teenie for? Why does she want this?

34. Why was Daisy sold?

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

35. How is Amari and Polly's relationship changing?

36. What special favor does Clay do for Amari? What does Amari do with the object?

37. Why does Amari like having Tidbit around?

38. How does Clay feel about his stepmother?

39. How did the first Mrs. Derby die?

40. Pretend you are Teenie. Write a dialogue between yourself and Amari when Amari asks you for a root that kills.

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

41. Amari has difficulty with little nuances of English. Try to explain to her why English is so difficult to learn.

Part 4 Chapters 21-24

42. What happens when Amari goes to serve the pie?

43. What is Polly determined to do?

44. Why does Polly feel that she is qualified to help Mr. Derby with his bookkeeping?

45. How does Clay look as he watches as Amari is beaten?

46. What does Mr. Derby do when Amari spills the pie?

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

47. What does Polly tell Amari when she remembers that she is to be sent to the rice fields?

48. What reasons does Clay give for wanting Amari to join him in the gator hunt?

49. What does Clay want to do with Tidbit?

50. What is Noah's position at the plantation?

51. What is Clay's reaction when Amari screams at them?

52. What was the outcome of the outing?

53. Why does Amari apologize to Polly?

54. What does Cato predict will happen to Polly and Amari?

55. What surprising thing does Amari do as she is watching the gator hunt?

56. How is Amari feeling at the beginning of chapter 23?

57. What happened to Hildy?

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

58. Who is Amari's surprise visitor? How often had she come to see Amari as she was healing?

59. Why do Polly and Amari get a chance to work in the big house?

60. What does Mr. Derby vow to do with Amari?

61. Summarize the conversation between Mrs. Derby and Amari. How are their circumstances similar?

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

62. Describe the dangers Cato speaks of in the rice fields.

Section 5 Chapters 25-30

63. How does Teenie convince Tidbit to go without her?

64. What is Mr. Derby's reaction to the news that the baby was deformed?

65. How does Mr. Derby plan to punish Amari, Polly, and Teenie?

66. What does Mr. Derby ask Polly's and Amari's help with?

67. What does Polly tell Mr. Derby about the baby? What does Mrs. Derby tell him?

Name _____



Date _____

Copper Sun

Key 1 - Answer ID # 0609765

68. What does Mr. Derby tell Dr. Hoskins?

69. What reason does Mr. Derby give the doctor for his wife fainting?

70. Who brings the baby back to the house?

71. What is surprising about the baby? Who is the baby's father?

72. What is Polly's reply when Teenie suggests she could leave Amari and Tidbit and run away successfully?

73. How does Polly try to send Dr. Hoskins away?

74. What question does Mr. Derby ask Amari at the beginning of Chapter 25?

75. What happens at the end of chapter 27?

76. Where does Cato suggest the three run away to?

77. Why is Clay unable to go with Dr. Hoskins as he takes the three to be sold? What do you think caused this?

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

78. Write a journal entry, as Teenie, about your feelings about sending your boy to be sold.

79. How do the women try to save the baby? Summarize their plan.

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

Section 6 Chapters 31-35

80. Who finds them in the woods? What news does he bring them?

81. What does Dr. Hoskins do with the three children?

82. What does Amari tell Polly and Tidbit with regard to her name?

83. What happens to the three after they eat the berries?

84. What do Polly and Amari argue over when making their plans for escape? Who wins the argument?

85. How do they leave Clay at the end of chapter 35?

86. How does Amari get out of the dangerous situation with Clay?

87. What warning does Dr. Hoskins give the children when he hands them a gun?

88. Who or what finds them in the cave? What does he bring them?

89. Why did Dr. Hoskins tell the three that setting them free might destroy their lives instead of saving them?

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

90. Hoskins said, "I am ashamed to be a human being this morning. I witnessed not just a murder last night, but violence and cruelty and vicious hatred. By saying nothing, I feel I am as responsible as my so-called friend who pulled the trigger." What would you like to say to him in response to his statement?

91. Summarize Amari's advice for dealing with the natural world. Discuss what might happen if we all followed her advice.

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

Section 7 Chapters 36-42

92. What jobs will the three have at Ft. Mose?
_____93. Who helps them in chapter 36? What news does he tell the fugitives to give them hope?
_____94. What news does Inez reveal to Amari?
_____95. What does Tidbit ask of Amari?
_____96. Why are the Spanish soldiers patrolling the road? What do they do with runaways?
_____97. Where do the three hide after their escape from Nathan's father?
_____98. How is Tidbit feeling at the beginning of chapter 36?
_____99. Who finds the children sleeping in a shed? What does she do with them?
_____100. What did Inez say happened to the escaped slaves from Georgia Colony when their master came to reclaim them?
_____101. Whom does Amari find working for Fiona? What is his decision about going with them?

Name _____



Date _____

Copper Sun
Key 1 - Answer ID # 0609765

102. How does Amari come to feel about her unborn baby?

103. How do the three children get across the river to freedom?

104. What justification does Fiona give for Amari having been beaten by her owners? How does that make Amari feel?

105. Summarize the reasons for the existence of Ft. Mose, which Inez relates to the children.

Name _____



Date _____

Copper Sun

Key 1 - Answer ID # 0609765

106. Summarize Fiona's plan for the escape of the fugitives.

Review

<p>107. Who was the father of Isabelle Derby's child?</p> <p><input type="radio"/> A Clay Derby</p> <p><input type="radio"/> B Noah</p> <p><input type="radio"/> C Cato</p> <p><input type="radio"/> D Mr. Derby</p>	<p>108. Who shot Clay when he threatened to take the fugitives back to Derbyshire Farms?</p> <p><input type="radio"/> A Amari</p> <p><input type="radio"/> B Teenie</p> <p><input type="radio"/> C Tidbit</p> <p><input type="radio"/> D Polly</p>
<p>109. Whose child was Amari carrying?</p> <p><input type="radio"/> A Noah's</p> <p><input type="radio"/> B Besa's</p> <p><input type="radio"/> C Clay's</p> <p><input type="radio"/> D Nathan's</p>	<p>110. What did Clay use for gator bait?</p> <p><input type="radio"/> A Hushpuppy</p> <p><input type="radio"/> B Scraps from Teenie's kitchen</p> <p><input type="radio"/> C Tidbit</p> <p><input type="radio"/> D Fish</p>
<p>111. At times Amari wished she would die.</p> <p><input type="radio"/> A False</p> <p><input type="radio"/> B True</p>	<p>112. What was the immediate consequence of Amari spilling the pie?</p> <p><input type="radio"/> A She decided to plan her escape.</p> <p><input type="radio"/> B She was sold at the auction.</p> <p><input type="radio"/> C She had to clean it up.</p> <p><input type="radio"/> D She was severely beaten.</p>

Name _____



Date _____

Copper Sun

Key 1 - Answer ID # 0609765

<p>113. After the auction in Charles Town, Amari never saw Besa again.</p> <p><input type="radio"/> A False</p> <p><input type="radio"/> B True</p>	<p>114. Which of these people did NOT help Amari and the others to escape?</p> <p><input type="radio"/> A Fiona O'Reilly</p> <p><input type="radio"/> B Isabelle Derby</p> <p><input type="radio"/> C Dr. Hoskins</p> <p><input type="radio"/> D Nathan</p>
<p>115. Amari was given the name of Myna by:</p> <p><input type="radio"/> A Clay Derby</p> <p><input type="radio"/> B Tidbit</p> <p><input type="radio"/> C Mr. Derby</p> <p><input type="radio"/> D Polly</p>	<p>116. Which of these best tells about the change of mood from the beginning of chapter one and the end of chapter two?</p> <p><input type="radio"/> A Boredom turns to excitement.</p> <p><input type="radio"/> B Happiness and celebration turn to horror and despair.</p> <p><input type="radio"/> C Excitement turns to boredom.</p> <p><input type="radio"/> D Horror and despair turn to happiness and celebration.</p>

Name _____



Date _____

Copper Sun
(Key 1 - Answer ID # 0609765)**Circle the correct way to divide the word into syllables.**

- | | | | |
|------------------|---------------|--------------|----------------|
| 1. fol-ly | folly | f-oll-y | fol-ly |
| 2. pa-lp-ab-le | pal-pa-ble | pal-pab-le | palp-able |
| 3. naus-e-ous | nau-seous | nauseous | nauseou-s |
| 4. op-pres-sive | op-p-ress-ive | opp-ressive | op-press-ive |
| 5. venison | ven-i-son | ven-i-s-on | v-eni-s-on |
| 6. off-icious | of-fi-cious | of-ficious | off-i-cious |
| 7. pre-tense | pre-tense | pretens-e | pretense |
| 8. c-onsole | console | cons-o-le | con-sole |
| 9. knap-sack | kn-aps-ack | knapsack | knaps-a-ck |
| 10. en-trails | entrails | ent-rai-ls | ent-r-ails |
| 11. flatul-ence | flat-u-lence | flatu-lence | flat-u-lence |
| 12. de-c-ip-her | d-eci-pher | de-ci-pher | decip-her |
| 13. horr-endous | horr-e-ndous | hor-ren-dous | ho-rr-end-o-us |
| 14. resolution | res-o-lu-tion | reso-l-ution | resol-ut-ion |
| 15. inden-tu-re | inden-ture | in-den-ture | ind-ent-ure |
| 16. ci-pher | ci-p-her | ciph-er | cipher |
| 17. ruef-ul | ru-eful | ru-ef-ul | rue-ful |
| 18. ap-prent-ice | ap-prentice | ap-pren-tice | app-ren-tice |

Name _____



Date _____

Copper Sun

(Key 1 - Answer ID # 0609765)

Write a paragraph using all of the words that are given.

1. buckskin, chortled, partake, doted, sugarcoat

2. saucy, rivulets, diminutive, plaintive

Name _____



Date _____

Copper Sun
(Key 1 - Answer ID # 0609765)

Word Chop

Each word has been split into two parts. Put the word parts together and write each word below.
Use each word part only once.

Word List

motl	indi	fied	lsive	so	ey
fle	pated	ate	pro	au	defile
intoxi	cof	ced	arduo	repu	scull
tly	gic	addle	tes	irits	ri
vi	lumb	lemnly	gnant	cated	wered
ne	an	us	ra	lethar	def
nly	ir	grima	ered	ly	co
morose	ery	gilant	pu	wa	petri
illing	sp	talism	tr	ngent	ment

1. _____	2. _____	3. _____
4. _____	5. _____	6. _____
7. _____	8. _____	9. _____
10. _____	11. _____	12. _____
13. _____	14. _____	15. _____
16. _____	17. _____	18. _____
19. _____	20. _____	21. _____
22. _____	23. _____	24. _____
25. _____	26. _____	27. _____

Name _____



Date _____

Copper Sun

(Key 1 - Answer ID # 0609765)

Make words by connecting the syllables.

knap	fi	sion	_____
ven	tive		_____
rue	den	cious	_____
plain	i	ture	_____
op	mis	son	_____
nau	sack		_____
en	trails		_____
in	thar	gic	_____
le	pres	sive	_____
sug	u	coat	_____
of	ar	lence	_____
sub	ful		_____
flat	seous		_____

Name _____



Date _____

Copper Sun
(Key 1 - Answer ID # 0609765)

Select the definition that most nearly defines the given word.

1. vermin <input type="radio"/> A foolishness <input type="radio"/> B small animals or insects that cause harm or are troublesome to people <input type="radio"/> C chuckled <input type="radio"/> D horrible, terrible, or frightful	2. cajoled <input type="radio"/> A lack of respect accompanied by a feeling of intense dislike <input type="radio"/> B walked in a slow, easy way <input type="radio"/> C warned strongly; put on guard <input type="radio"/> D coaxed; persuaded with flattery
3. partake <input type="radio"/> A looking unhealthy or worn out <input type="radio"/> B receive a share of <input type="radio"/> C feeling or showing sorrow <input type="radio"/> D acceptance; the act of giving up	4. recuperated <input type="radio"/> A foolishness <input type="radio"/> B looking unhealthy or worn out <input type="radio"/> C recovered from sickness or exhaustion <input type="radio"/> D a firm decision on something
5. ambled <input type="radio"/> A walked in a slow, easy way <input type="radio"/> B wasted away or reduced by starvation <input type="radio"/> C passing gas <input type="radio"/> D feeling or showing extreme anger	6. undeterred <input type="radio"/> A not prevented or discouraged from acting <input type="radio"/> B receive a share of <input type="radio"/> C acceptance; the act of giving up <input type="radio"/> D warned strongly; put on guard
7. submission <input type="radio"/> A not prevented or discouraged from acting <input type="radio"/> B clothing made from the hide of a deer <input type="radio"/> C the act of giving up; surrender <input type="radio"/> D by instinct; without reasoning or rational thought	8. flatulence <input type="radio"/> A small animals or insects that cause harm or are troublesome to people <input type="radio"/> B passing gas <input type="radio"/> C wasted away or reduced by starvation <input type="radio"/> D recovered from sickness or exhaustion
9. rueful <input type="radio"/> A wasted away or reduced by starvation <input type="radio"/> B lack of respect accompanied by a feeling of intense dislike <input type="radio"/> C in a quick and skillful way <input type="radio"/> D feeling or showing sorrow	10. folly <input type="radio"/> A foolishness <input type="radio"/> B lack of respect accompanied by a feeling of intense dislike <input type="radio"/> C coaxed; persuaded with flattery <input type="radio"/> D asked in a pleading way
11. menace <input type="radio"/> A something that is likely to do harm or is regarded as dangerous <input type="radio"/> B sharp and strong taste or smell <input type="radio"/> C extremely eager to offer help or advice; bossy <input type="radio"/> D chuckled	12. indenture <input type="radio"/> A something that is likely to do harm or is regarded as dangerous <input type="radio"/> B sharp and strong taste or smell <input type="radio"/> C written agreement that binds a person to the service of another <input type="radio"/> D a firm decision on something

Name _____



Date _____

Copper Sun

(Key 1 - Answer ID # 0609765)

		1			2				3										
							4												
			5																
		6					7				8				9				
							10												
		11																	
12										13									

Down

2. NOEUUSAS - feeling sick usually with a desire to vomit
3. CMENDAUCUTSO - not used to
6. GEVINNLSI - to cry or complain in a noisy, whining way
8. NNNTIAGDI - filled with resentment or anger
9. ITIGLRLN - singing

Across

11. NONRSAIBITNDIOU - an act of disobedience to authority
12. IVLATIGN - on constant watch; wary and alert
13. DEOTD - to show affection beyond what is usual

Across

1. REPNO - lying face down
4. LNESOCO - give comfort to
5. YIITNNIELVC - with an action that is automatic and not thought out in advance
7. SKNUCGHI - taking the husk off
10. RURLUYOAOSIP - marked by a state of commotion, excitement, or violent disturbance



Name _____

Date _____

Copper Sun

(Key 1 - Answer ID # 0609765)

[illegible]

Down

1. someone who works for another person in order to learn a trade
3. foul, dirty, or unclean state
4. the inner organs of animals
6. dark outlines seen against a light background
7. robbers who steal from travelers on a road
9. to make clear; to explain

Across

12. the act of pretending to be something one is not
13. wet, swampy ground

Across

2. walked very slowly and casually
5. set form for conducting a ceremony
8. very small
10. meat from a deer
11. showed a facial expression that indicates disapproval or pain

Name _____



Date _____

Copper Sun

(Key 1 - Answer ID # 0609765)

Select the definition that most nearly defines the given word.

1. palpable <input type="radio"/> (A) an item believed to have magical powers <input type="radio"/> (B) capable of being touched or felt	2. sauntered <input type="radio"/> (A) walked very slowly and casually <input type="radio"/> (B) feeling or showing extreme anger
3. recuperated <input type="radio"/> (A) walked in a slow, easy way <input type="radio"/> (B) recovered from sickness or exhaustion	4. ambled <input type="radio"/> (A) walked in a slow, easy way <input type="radio"/> (B) set form for conducting a ceremony
5. crooned <input type="radio"/> (A) cautious; disbelieving <input type="radio"/> (B) sung or hummed in a soft, soothing voice	6. cajoled <input type="radio"/> (A) extremely unpleasant or disgusting <input type="radio"/> (B) coaxed; persuaded with flattery
7. lumbered <input type="radio"/> (A) moved in a heavy, clumsy way <input type="radio"/> (B) feeling or showing sorrow	8. talisman <input type="radio"/> (A) wasted away or reduced by starvation <input type="radio"/> (B) an item believed to have magical powers
9. instinctively <input type="radio"/> (A) with an action that is automatic and not thought out in advance <input type="radio"/> (B) horrible, terrible, or frightful	10. officious <input type="radio"/> (A) extremely eager to offer help or advice; bossy <input type="radio"/> (B) small streams
11. intoxicated <input type="radio"/> (A) receive a share of <input type="radio"/> (B) being strongly affected by alcohol; drunk	12. submission <input type="radio"/> (A) robbers who steal from travelers on a road <input type="radio"/> (B) the act of giving up; surrender
13. irate <input type="radio"/> (A) alcohol for drinking <input type="radio"/> (B) feeling or showing extreme anger	14. aura <input type="radio"/> (A) receive a share of <input type="radio"/> (B) a distinctive air or personal quality
15. sugarcoat <input type="radio"/> (A) to cause to seem more appealing or pleasant <input type="radio"/> (B) in a sad, gloomy manner	16. vermin <input type="radio"/> (A) a distinctive air or personal quality <input type="radio"/> (B) small animals or insects that cause harm or are troublesome to people
17. highwaymen <input type="radio"/> (A) clothing made from the hide of a deer <input type="radio"/> (B) robbers who steal from travelers on a road	18. horrendous <input type="radio"/> (A) extremely eager to offer help or advice; bossy <input type="radio"/> (B) horrible, terrible, or frightful
19. emaciated <input type="radio"/> (A) alcohol for drinking <input type="radio"/> (B) wasted away or reduced by starvation	20. wary <input type="radio"/> (A) coaxed; persuaded with flattery <input type="radio"/> (B) cautious; disbelieving

Copper Sun
Key 1 - Answer ID # 0609765

Part 1 Chapters 1-13

1. What does Amari wish her job could be? How does the village feel about this?	<u>She wishes to be a weaver like her father. There are strict distinctions between women's work and men's work.</u>
2. What does Amari realize as she sees Besa sold?	<u>She will never see him again.</u>
3. Where does the first chapter take place?	<u>In the Ewe village of Ziavi in Africa</u>
4. What is the mood in the village at the end of the first chapter? How does it change at the end of the second chapter?	<u>A mood of joyful anticipation changes to horror and murder.</u>
5. What does the red-headed sailor do with Amari? What do his actions reveal about his personality?	<u>He doesn't rape her-he tries to teach her English; he is a decent man.</u>
6. Where are the captives taken next?	<u>onto the ship of death</u>
7. Who was allowed to survive the massacre? What happens to them?	<u>the strong young adults; they are chained together and marched to Cape Coast</u>
8. Where do they land?	<u>Sullivan's Island, Charles Town in the colony of South Carolina</u>
9. How do Besa's feelings about the impending strangers differ from the feelings Amari's mother has?	<u>Besa is apprehensive; Amari's mother prepares to welcome them.</u>
10. What is the relationship between Amari and Besa?	<u>They are betrothed.</u>

Copper Sun

Key 1 - Answer ID # 0609765

- | |
|--|
| 11. Who brings the pale-skinned people to the Ziavi village?
<u>members of the Ashanti tribe</u> |
| 12. Whom does Amari meet at Cape Coast? Why is this character important to Amari?
<u>She meets Afi. The two become like mother and daughter; they comfort each other.</u> |
| 13. What does Amari's mother say about judging people by the color of their skin?
<u>She says it would be uncivilized.</u> |
| 14. Afi tells Amari there is a reason why she has survived. What is the reason she gives?
<u>She must remember the past and tell those who are yet unborn.</u> |
| 15. What advice does Afi give to Amari regarding Besa?
<u>She tells Amari to forget him.</u> |

- | |
|--|
| 16. Write a journal entry, as Amari, describing what you have been through since leaving Ziavi. |
| <hr style="border: 0; border-top: 1px solid black; margin-bottom: 10px;"/> <hr style="border: 0; border-top: 1px solid black;"/> |

- | |
|--|
| 17. Summarize the advice Afi has given to Amari. Do you think all the advice was good? Give reasons for your answer. |
| <hr style="border: 0; border-top: 1px solid black; margin-bottom: 10px;"/> <hr style="border: 0; border-top: 1px solid black;"/> |

Part 2 Chapters 14-16

- | |
|--|
| 18. What is Polly's view of Negroes?
<u>She doesn't really like them because they are competition for working people.</u> |
|--|

Copper Sun
Key 1 - Answer ID # 0609765

19. Where are Polly and Amari assigned to work? How does Polly feel about the assignment? <u>in the kitchen; Polly was hoping for something more dignified</u>
20. How does Amari feel about her new name? <u>She is resistant to it.</u>
21. Where is Amari going at the end of Chapter 16? <u>to be with Clay Derby</u>
22. To whom is Amari sold and for what purpose? <u>to Percival Derby as a present for his son's sixteenth birthday</u>
23. To whom is Polly indentured, and for how long? <u>to Percival Derby for fourteen years.</u>
24. What new characters do we meet in Chapter 16? <u>Teenie and Tidbit-the head cook and her young son</u>
25. What additional assignment is Polly given? <u>to civilize Myna and teach her English</u>
26. From whose point of view is part two being told? <u>It is from the point of view of Polly, an indentured servant.</u>
27. To where are Polly and Amari taken? <u>Derbyshire Farms</u>
28. Write a journal entry, as Polly, giving your views on your present situation and the people with whom you are now living. <hr style="border: 0; border-top: 1px solid black; margin: 10px 0;"/> <hr style="border: 0; border-top: 1px solid black; margin: 10px 0;"/>

Copper Sun Key 1 - Answer ID # 0609765
--

29. What is Polly's view on tears? Do you agree or disagree? Give reasons for your answer.

Part 3 Chapters 17-20

30. What is Mrs. Derby like? How does Mr. Derby treat her?

She is kind and motherly; Mr. Derby controls her every move.

31. What difference does Amari discover about her situation versus Polly's?

Amari realizes that Polly will be free one day; she knows that she will never be free again.

32. What advice does Teenie give Amari regarding her feelings about the past?

She tells Amari that as long as she remembers, her past will never be gone.

33. What does Amari ask Teenie for? Why does she want this?

a root that will kill; she wants to die

34. Why was Daisy sold?

because she tried to poison Mr. Derby

35. How is Amari and Polly's relationship changing?

They are beginning to understand each other and to sympathize with each other's situations.

36. What special favor does Clay do for Amari? What does Amari do with the object?

He sends an extra blanket for Amari; she gives it away because she can't stand to touch it.

37. Why does Amari like having Tidbit around?

He reminds her of her little brother, Kwasi.

<p align="center">Copper Sun</p>

<p align="center">Key 1 - Answer ID # 0609765</p>

<p>38. How does Clay feel about his stepmother?</p>

<p><u>He despises her and calls her a cow.</u></p>
--

<p>39. How did the first Mrs. Derby die?</p>
--

<p><u>giving birth to Clay</u></p>

<p>40. Pretend you are Teenie. Write a dialogue between yourself and Amari when Amari asks you for a root that kills.</p>

<hr/> <hr/>

<p>41. Amari has difficulty with little nuances of English. Try to explain to her why English is so difficult to learn.</p>

<hr/> <hr/>

Part 4 Chapters 21-24

<p>42. What happens when Amari goes to serve the pie?</p>

<p><u>She trips over Mr. Derby's feet and spills the pie.</u></p>

<p>43. What is Polly determined to do?</p>
--

<p><u>get a position in the big house</u></p>

<p>44. Why does Polly feel that she is qualified to help Mr. Derby with his bookkeeping?</p>
--

<p><u>She can read and work with numbers.</u></p>

<p>45. How does Clay look as he watches as Amari is beaten?</p>

<p><u>distressed</u></p>

Copper Sun

Key 1 - Answer ID # 0609765

46. What does Mr. Derby do when Amari spills the pie? <u>He whips her violently.</u>
47. What does Polly tell Amari when she remembers that she is to be sent to the rice fields? <u>Polly vows to think of some way to change Mr. Derby's mind; meanwhile she will make sure Amari's recovery is very slow.</u>
48. What reasons does Clay give for wanting Amari to join him in the gator hunt? <u>He wants his friends to see what he got for his birthday; he also says that he has missed her company.</u>
49. What does Clay want to do with Tidbit? <u>use him for gator bait</u>
50. What is Noah's position at the plantation? <u>Mrs. Derby's bodyguard</u>
51. What is Clay's reaction when Amari screams at them? <u>He calmly told her to shut up and let them continue, or Tidbit would likely get eaten by a gator.</u>
52. What was the outcome of the outing? <u>The men soon tired of gator hunting and Amari and Tidbit arrived home unharmed.</u>
53. Why does Amari apologize to Polly? <u>She knows that she spoiled any chance of Polly working in the big house.</u>
54. What does Cato predict will happen to Polly and Amari? <u>He thinks that Polly will soon be sewing for Mrs. Derby, but Amari will go to work in the rice fields when Clay tires of her.</u>
55. What surprising thing does Amari do as she is watching the gator hunt? <u>She screams to Clay and his friends, imploring them to stop.</u>
56. How is Amari feeling at the beginning of chapter 23? <u>She hovers in and out of consciousness; she is in terrible pain.</u>

Copper Sun Key 1 - Answer ID # 0609765
--

57. What happened to Hildy?

She was bitten by a snake while working in the rice fields.

58. Who is Amari's surprise visitor? How often had she come to see Amari as she was healing?

Mrs. Derby; every day

59. Why do Polly and Amari get a chance to work in the big house?

Hildy's daughter left there to go see her mother.

60. What does Mr. Derby vow to do with Amari?

send her to the rice fields

61. Summarize the conversation between Mrs. Derby and Amari. How are their circumstances similar?

62. Describe the dangers Cato speaks of in the rice fields.

Section 5 Chapters 25-30

63. How does Teenie convince Tidbit to go without her?

She tells him she will be coming right behind him.

64. What is Mr. Derby's reaction to the news that the baby was deformed?

He says he could not have fathered an imperfect child.

Copper Sun Key 1 - Answer ID # 0609765
--

65. How does Mr. Derby plan to punish Amari, Polly, and Teenie? <u>He is going to sell Amari at the slave auction, sell Polly's indenture to a whorehouse, and sell Teenie's son Tidbit.</u>
66. What does Mr. Derby ask Polly's and Amari's help with? <u>the birth of the baby</u>
67. What does Polly tell Mr. Derby about the baby? What does Mrs. Derby tell him? <u>Polly tells him it was stillborn and Mrs. Derby adds that it was deformed.</u>
68. What does Mr. Derby tell Dr. Hoskins? <u>that the baby was stillborn</u>
69. What reason does Mr. Derby give the doctor for his wife fainting? <u>She had to witness the disciplining of some unruly slaves.</u>
70. Who brings the baby back to the house? <u>Clay</u>
71. What is surprising about the baby? Who is the baby's father? <u>It is black; Noah is the father.</u>
72. What is Polly's reply when Teenie suggests she could leave Amari and Tidbit and run away successfully? <u>Polly says she would never leave them.</u>
73. How does Polly try to send Dr. Hoskins away? <u>She tells him that everything is fine and that he is not needed.</u>
74. What question does Mr. Derby ask Amari at the beginning of Chapter 25? <u>Why isn't she in the rice fields as he ordered?</u>
75. What happens at the end of chapter 27? <u>Mr. Derby kills Noah and the baby while Mrs. Derby watches.</u>

Copper Sun

Key 1 - Answer ID # 0609765

76. Where does Cato suggest the three run away to?

Fort Mose in Spanish Florida

77. Why is Clay unable to go with Dr. Hoskins as he takes the three to be sold? What do you think caused this?

Clay is sick; answers will vary-possibly Cato poisoned his wine.

78. Write a journal entry, as Teenie, about your feelings about sending your boy to be sold.

79. How do the women try to save the baby? Summarize their plan.

Section 6 Chapters 31-35

80. Who finds them in the woods? What news does he bring them?

Clay Derby; Mr. Derby is dead

81. What does Dr. Hoskins do with the three children?

He sets them free.

82. What does Amari tell Polly and Tidbit with regard to her name?

She is to be called Amari from now on, not Myna.

83. What happens to the three after they eat the berries?

They all become violently ill.

Copper Sun
Key 1 - Answer ID # 0609765

- | |
|---|
| 84. What do Polly and Amari argue over when making their plans for escape? Who wins the argument?
<u>Polly wants to go north; Amari wants to go south. Amari wins.</u> |
| 85. How do they leave Clay at the end of chapter 35?
<u>tied up with a rattlesnake coming toward him</u> |
| 86. How does Amari get out of the dangerous situation with Clay?
<u>Polly shoots him.</u> |
| 87. What warning does Dr. Hoskins give the children when he hands them a gun?
<u>use it only to save their lives, not for hunting</u> |
| 88. Who or what finds them in the cave? What does he bring them?
<u>Hushpuppy; a rabbit to eat</u> |
| 89. Why did Dr. Hoskins tell the three that setting them free might destroy their lives instead of saving them?
<u>If they were to be captured, they would probably be killed.</u> |

- | |
|--|
| 90. Hoskins said, "I am ashamed to be a human being this morning. I witnessed not just a murder last night, but violence and cruelty and vicious hatred. By saying nothing, I feel I am as responsible as my so-called friend who pulled the trigger." What would you like to say to him in response to his statement? |
| |

- | |
|---|
| 91. Summarize Amari's advice for dealing with the natural world. Discuss what might happen if we all followed her advice. |
| |

Copper Sun Key 1 - Answer ID # 0609765
--

Section 7 Chapters 36-42

92. What jobs will the three have at Ft. Mose? <u>Amari will weave cloth, Polly will teach the children, and Tidbit will learn to read and write and be an apprentice to a carpenter.</u>
93. Who helps them in chapter 36? What news does he tell the fugitives to give them hope? <u>Nathan; he tells them that Ft. Mose is real.</u>
94. What news does Inez reveal to Amari? <u>Amari is pregnant.</u>
95. What does Tidbit ask of Amari? <u>if she will be his mama</u>
96. Why are the Spanish soldiers patrolling the road? What do they do with runaways? <u>They are looking for English troops and runaways; they help runaways get to St. Augustine and freedom.</u>
97. Where do the three hide after their escape from Nathan's father? <u>in the swamp</u>
98. How is Tidbit feeling at the beginning of chapter 36? <u>He is very homesick; he just wants to see his mama, no matter what the cost.</u>
99. Who finds the children sleeping in a shed? What does she do with them? <u>Fiona O'Reilly; she gives them food and a horse and wagon to help them on their journey to Ft. Mose.</u>
100. What did Inez say happened to the escaped slaves from Georgia Colony when their master came to reclaim them? <u>They laughed in the master's face; he had no power there, so he had to leave.</u>
101. Whom does Amari find working for Fiona? What is his decision about going with them? <u>Besa; he will not go</u>

Copper Sun

Key 1 - Answer ID # 0609765

102. How does Amari come to feel about her unborn baby?
She is happy that he will be born free; she already loves him and will name him Freeman.
103. How do the three children get across the river to freedom?
on horseback
104. What justification does Fiona give for Amari having been beaten by her owners? How does that make Amari feel?
Fiona guesses that Amari must have been extremely disobedient; Amari becomes extremely angry, but doesn't show it.
105. Summarize the reasons for the existence of Ft. Mose, which Inez relates to the children.
-
-

Copper Sun
Key 1 - Answer ID # 0609765

106. Summarize Fiona's plan for the escape of the fugitives.

Review

<p>107. Who was the father of Isabelle Derby's child?</p> <p><input type="radio"/> A Clay Derby</p> <p><input checked="" type="radio"/> B Noah</p> <p><input type="radio"/> C Cato</p> <p><input type="radio"/> D Mr. Derby</p>	<p>108. Who shot Clay when he threatened to take the fugitives back to Derbyshire Farms?</p> <p><input type="radio"/> A Amari</p> <p><input type="radio"/> B Teenie</p> <p><input type="radio"/> C Tidbit</p> <p><input checked="" type="radio"/> D Polly</p>
<p>109. Whose child was Amari carrying?</p> <p><input type="radio"/> A Noah's</p> <p><input type="radio"/> B Besa's</p> <p><input checked="" type="radio"/> C Clay's</p> <p><input type="radio"/> D Nathan's</p>	<p>110. What did Clay use for gator bait?</p> <p><input type="radio"/> A Hushpuppy</p> <p><input type="radio"/> B Scraps from Teenie's kitchen</p> <p><input checked="" type="radio"/> C Tidbit</p> <p><input type="radio"/> D Fish</p>
<p>111. At times Amari wished she would die.</p> <p><input type="radio"/> A False</p> <p><input checked="" type="radio"/> B True</p>	<p>112. What was the immediate consequence of Amari spilling the pie?</p> <p><input type="radio"/> A She decided to plan her escape.</p> <p><input type="radio"/> B She was sold at the auction.</p> <p><input type="radio"/> C She had to clean it up.</p> <p><input checked="" type="radio"/> D She was severely beaten.</p>

Copper Sun
Key 1 - Answer ID # 0609765

<p>113. After the auction in Charles Town, Amari never saw Besa again.</p> <p><input checked="" type="radio"/> False</p> <p><input type="radio"/> True</p>	<p>114. Which of these people did NOT help Amari and the others to escape?</p> <p><input type="radio"/> A Fiona O'Reilly</p> <p><input checked="" type="radio"/> B Isabelle Derby</p> <p><input type="radio"/> C Dr. Hoskins</p> <p><input type="radio"/> D Nathan</p>
<p>115. Amari was given the name of Myna by:</p> <p><input checked="" type="radio"/> A Clay Derby</p> <p><input type="radio"/> B Tidbit</p> <p><input type="radio"/> C Mr. Derby</p> <p><input type="radio"/> D Polly</p>	<p>116. Which of these best tells about the change of mood from the beginning of chapter one and the end of chapter two?</p> <p><input type="radio"/> A Boredom turns to excitement.</p> <p><input checked="" type="radio"/> B Happiness and celebration turn to horror and despair.</p> <p><input type="radio"/> C Excitement turns to boredom.</p> <p><input type="radio"/> D Horror and despair turn to happiness and celebration.</p>

<p align="center">Copper Sun Key 1 - Answer ID # 0609765</p>

1.	<u>fol-ly</u>	folly	f-oll-y	fol-ly
2.	pa-lp-ab-le	<u>pal-pa-ble</u>	pal-pab-le	palp-able
3.	naus-e-ous	<u>nau-seous</u>	nauseous	nauseou-s
4.	<u>op-pres-sive</u>	op-p-ress-ive	opp-ressive	op-press-ive
5.	venison	<u>ven-i-son</u>	ven-i-s-on	v-eni-s-on
6.	off-icious	<u>of-fi-cious</u>	of-ficious	off-i-cious
7.	<u>pre-tense</u>	pre-tense	pretens-e	pretense
8.	c-onsole	console	cons-o-le	<u>con-sole</u>
9.	<u>knap-sack</u>	kn-aps-ack	knapsack	knaps-a-ck
10.	<u>en-trails</u>	entrails	ent-rai-ls	ent-r-ails
11.	flatul-ence	flat-u-lence	flatu-lence	<u>flat-u-lence</u>
12.	de-c-ip-her	d-eci-pher	<u>de-ci-pher</u>	decip-her
13.	horr-endous	horr-e-ndous	<u>hor-ren-dous</u>	ho-rr-end-o-us
14.	resolution	<u>res-o-lu-tion</u>	reso-l-ution	resol-ut-ion
15.	inden-tu-re	inden-ture	<u>in-den-ture</u>	ind-ent-ure
16.	<u>ci-pher</u>	ci-p-her	ciph-er	cipher
17.	ruef-ul	ru-eful	ru-ef-ul	<u>rue-ful</u>
18.	ap-prent-ice	ap-prentice	<u>ap-pren-tice</u>	app-ren-tice

Copper Sun
Key 1 - Answer ID # 0609765

1. <u>arduous</u> (arduo us)	2. <u>prone</u> (pro ne)	3. <u>spirits</u> (sp irits)
4. <u>intoxicated</u> (intoxi cated)	5. <u>morosely</u> (morose ly)	6. <u>scullery</u> (scull ery)
7. <u>petrified</u> (petri fied)	8. <u>talisman</u> (talism an)	9. <u>trilling</u> (tr illing)
10. <u>addlepated</u> (addle pated)	11. <u>rites</u> (ri tes)	12. <u>lethargic</u> (lethar gic)
13. <u>motley</u> (motl ey)	14. <u>solemnly</u> (so lemnly)	15. <u>wanly</u> (wa nly)
16. <u>coffle</u> (cof fle)	17. <u>irate</u> (ir ate)	18. <u>deftly</u> (def tly)
19. <u>lumbered</u> (lumb ered)	20. <u>pungent</u> (pu ngent)	21. <u>defilement</u> (defile ment)
22. <u>vigilant</u> (vi gilant)	23. <u>aura</u> (au ra)	24. <u>repulsive</u> (repu lsive)
25. <u>grimaced</u> (grima ced)	26. <u>indignant</u> (indi gnant)	27. <u>cowered</u> (co wered)

<p style="text-align: center;">Copper Sun Key 1 - Answer ID # 0609765</p>
--

knap	fi	sion	<u>sub-mis-sion</u>
ven	tive		<u>plain-tive</u>
rue	den	cious	<u>of-fi-cious</u>
plain	i	ture	<u>in-den-ture</u>
op	mis	son	<u>ven-i-son</u>
nau	sack		<u>knap-sack</u>
en	trails		<u>en-trails</u>
in	thar	gic	<u>le-thar-gic</u>
le	pres	sive	<u>op-pres-sive</u>
sug	u	coat	<u>sug-ar-coat</u>
of	ar	lence	<u>flat-u-lence</u>
sub	ful		<u>rue-ful</u>
flat	seous		<u>nau-seous</u>

Copper Sun
Key 1 - Answer ID # 0609765

<p>1. vermin</p> <p><input type="radio"/> (A) foolishness</p> <p><input checked="" type="radio"/> (B) small animals or insects that cause harm or are troublesome to people</p> <p><input type="radio"/> (C) chuckled</p> <p><input type="radio"/> (D) horrible, terrible, or frightful</p>	<p>2. cajoled</p> <p><input type="radio"/> (A) lack of respect accompanied by a feeling of intense dislike</p> <p><input type="radio"/> (B) walked in a slow, easy way</p> <p><input type="radio"/> (C) warned strongly; put on guard</p> <p><input checked="" type="radio"/> (D) coaxed; persuaded with flattery</p>
<p>3. partake</p> <p><input type="radio"/> (A) looking unhealthy or worn out</p> <p><input checked="" type="radio"/> (B) receive a share of</p> <p><input type="radio"/> (C) feeling or showing sorrow</p> <p><input type="radio"/> (D) acceptance; the act of giving up</p>	<p>4. recuperated</p> <p><input type="radio"/> (A) foolishness</p> <p><input type="radio"/> (B) looking unhealthy or worn out</p> <p><input checked="" type="radio"/> (C) recovered from sickness or exhaustion</p> <p><input type="radio"/> (D) a firm decision on something</p>
<p>5. ambled</p> <p><input checked="" type="radio"/> (A) walked in a slow, easy way</p> <p><input type="radio"/> (B) wasted away or reduced by starvation</p> <p><input type="radio"/> (C) passing gas</p> <p><input type="radio"/> (D) feeling or showing extreme anger</p>	<p>6. undeterred</p> <p><input checked="" type="radio"/> (A) not prevented or discouraged from acting</p> <p><input type="radio"/> (B) receive a share of</p> <p><input type="radio"/> (C) acceptance; the act of giving up</p> <p><input type="radio"/> (D) warned strongly; put on guard</p>
<p>7. submission</p> <p><input type="radio"/> (A) not prevented or discouraged from acting</p> <p><input type="radio"/> (B) clothing made from the hide of a deer</p> <p><input checked="" type="radio"/> (C) the act of giving up; surrender</p> <p><input type="radio"/> (D) by instinct; without reasoning or rational thought</p>	<p>8. flatulence</p> <p><input type="radio"/> (A) small animals or insects that cause harm or are troublesome to people</p> <p><input checked="" type="radio"/> (B) passing gas</p> <p><input type="radio"/> (C) wasted away or reduced by starvation</p> <p><input type="radio"/> (D) recovered from sickness or exhaustion</p>
<p>9. rueful</p> <p><input type="radio"/> (A) wasted away or reduced by starvation</p> <p><input type="radio"/> (B) lack of respect accompanied by a feeling of intense dislike</p> <p><input type="radio"/> (C) in a quick and skillful way</p> <p><input checked="" type="radio"/> (D) feeling or showing sorrow</p>	<p>10. folly</p> <p><input checked="" type="radio"/> (A) foolishness</p> <p><input type="radio"/> (B) lack of respect accompanied by a feeling of intense dislike</p> <p><input type="radio"/> (C) coaxed; persuaded with flattery</p> <p><input type="radio"/> (D) asked in a pleading way</p>
<p>11. menace</p> <p><input checked="" type="radio"/> (A) something that is likely to do harm or is regarded as dangerous</p> <p><input type="radio"/> (B) sharp and strong taste or smell</p> <p><input type="radio"/> (C) extremely eager to offer help or advice; bossy</p> <p><input type="radio"/> (D) chuckled</p>	<p>12. indenture</p> <p><input type="radio"/> (A) something that is likely to do harm or is regarded as dangerous</p> <p><input type="radio"/> (B) sharp and strong taste or smell</p> <p><input checked="" type="radio"/> (C) written agreement that binds a person to the service of another</p> <p><input type="radio"/> (D) a firm decision on something</p>

Copper Sun

Key 1 - Answer ID # 0609765

		¹ P	R	O	² N	E			³ U								
					A		⁴ C	O	N	S	O	L	E				
					U				A								
			⁵ I	N	S	T	I	N	C	T	I	V	E	L	Y		
					E				C								
		⁶ S			O		⁷ S	H	U	C	K	⁸ I	N	G		⁹ T	
		N			U				S			N				R	
		I			S				T			D				I	
		V				¹⁰ U	P	R	O	A	R	I	O	U	S	L	Y
		E							M			G				L	
		L							E			N				I	
		¹¹ I	N	S	U	B	O	R	D	I	N	A	T	I	O	N	
		N										N				G	
¹² V	I	G	I	L	A	N	T			¹³ D	O	T	E	D			

Copper Sun

Key 1 - Answer ID # 0609765

1. palpable <input type="radio"/> (A) an item believed to have magical powers <input checked="" type="radio"/> (B) capable of being touched or felt	2. sauntered <input checked="" type="radio"/> (A) walked very slowly and casually <input type="radio"/> (B) feeling or showing extreme anger
3. recuperated <input type="radio"/> (A) walked in a slow, easy way <input checked="" type="radio"/> (B) recovered from sickness or exhaustion	4. ambled <input checked="" type="radio"/> (A) walked in a slow, easy way <input type="radio"/> (B) set form for conducting a ceremony
5. crooned <input type="radio"/> (A) cautious; disbelieving <input checked="" type="radio"/> (B) sung or hummed in a soft, soothing voice	6. cajoled <input type="radio"/> (A) extremely unpleasant or disgusting <input checked="" type="radio"/> (B) coaxed; persuaded with flattery
7. lumbered <input checked="" type="radio"/> (A) moved in a heavy, clumsy way <input type="radio"/> (B) feeling or showing sorrow	8. talisman <input type="radio"/> (A) wasted away or reduced by starvation <input checked="" type="radio"/> (B) an item believed to have magical powers
9. instinctively <input checked="" type="radio"/> (A) with an action that is automatic and not thought out in advance <input type="radio"/> (B) horrible, terrible, or frightful	10. officious <input checked="" type="radio"/> (A) extremely eager to offer help or advice; bossy <input type="radio"/> (B) small streams
11. intoxicated <input type="radio"/> (A) receive a share of <input checked="" type="radio"/> (B) being strongly affected by alcohol; drunk	12. submission <input type="radio"/> (A) robbers who steal from travelers on a road <input checked="" type="radio"/> (B) the act of giving up; surrender
13. irate <input type="radio"/> (A) alcohol for drinking <input checked="" type="radio"/> (B) feeling or showing extreme anger	14. aura <input type="radio"/> (A) receive a share of <input checked="" type="radio"/> (B) a distinctive air or personal quality
15. sugarcoat <input checked="" type="radio"/> (A) to cause to seem more appealing or pleasant <input type="radio"/> (B) in a sad, gloomy manner	16. vermin <input type="radio"/> (A) a distinctive air or personal quality <input checked="" type="radio"/> (B) small animals or insects that cause harm or are troublesome to people
17. highwaymen <input type="radio"/> (A) clothing made from the hide of a deer <input checked="" type="radio"/> (B) robbers who steal from travelers on a road	18. horrendous <input type="radio"/> (A) extremely eager to offer help or advice; bossy <input checked="" type="radio"/> (B) horrible, terrible, or frightful
19. emaciated <input type="radio"/> (A) alcohol for drinking	20. wary <input type="radio"/> (A) coaxed; persuaded with flattery

● wasted away or reduced by starvation

● cautious; disbelieving